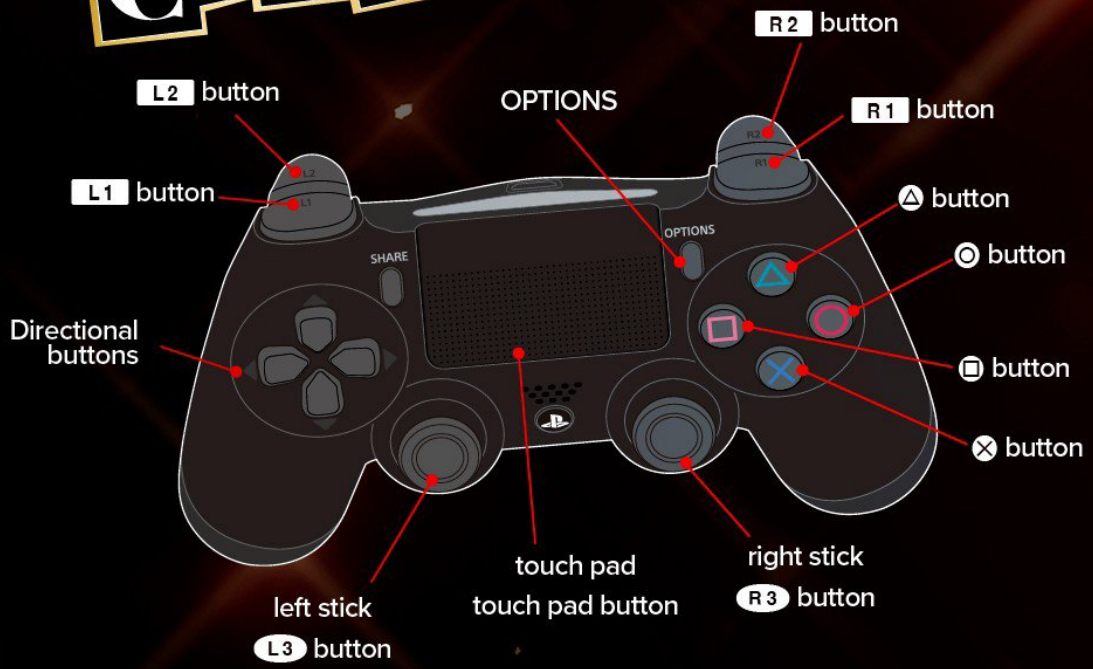
Basic Controls



Remote Play with the PlayStation®Vita

This game can make use of PlayStation®Vita remote play functionality. Please refer to the Playstation®Vita users guide for more details on setting up remote play.

Common Controls (menu screens)

Directional buttons	Move cursor
× button	Confirm
○ button	Cancel
L1 button R1 button	Change page, list, etc.

Events

Directional buttons	Choose selection
× button	Advance message/Confirm selection
○ button	Advance message
△ button	Advance message (hold)
□ button	Toggle message auto-advance
L3 button	Display conversation log
OPTIONS	Fast-forward (Cancel if pressed again during fast-forward)

Cutscenes

○ button × button △ button □ button	Pause/Unpause
OPTIONS	Pause (Skip movie if pressed again while paused)

*In some instances, you may hear sound from the controller's speaker.

City/Dungeon

Directional buttons	Up: Zoom in Down: Zoom out
Left stick	Move
Right stick	Rotate camera
⊗ button	Context-dependent*
○ button	Center camera behind the player
△ button	Open menu
□ button	City: Check IMs Dungeon: Infiltration assist/Auto-recover
L1 button	Dungeon: Grappling hook
L2 button	Third Eye
L3 button	Display conversation log
R1 button	Display map
R2 button	Dash (hold)
R3 button	Center camera behind player
OPTIONS	Save
touch pad	City: Assist command Dungeon: Car horn [press/slide] (only when riding Morgana Car in Mementos)

Battle

Directional buttons	↑ : Ready gun ↓ : Check which ally/enemy has the next turn ←→ : Move cursor
⊗ button	Attack with melee weapon/Confirm selection
○ button	Guard/End Rush/Cancel selection
△ button	Use a skill
□ button	Use an item
L1 button	Analysis
L2 button	Set tactics
R1 button	Assist
R2 button	Baton Pass (only displays when usable)
OPTIONS	Rush
touch pad	Showtime (only displays when usable)

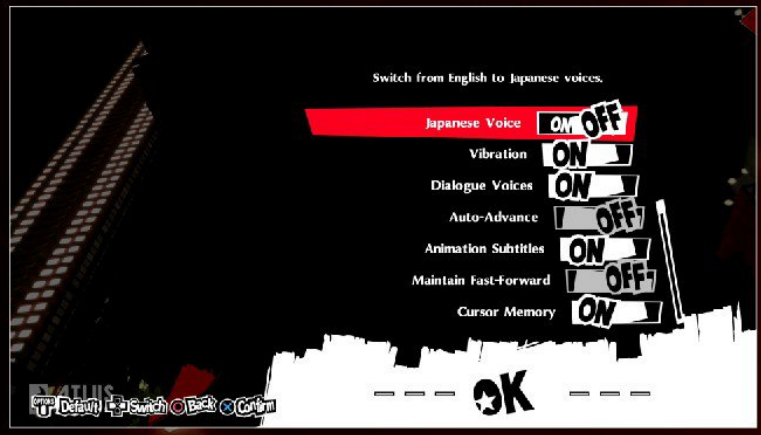
*Context-dependent actions may be available, including talking, examining, jumping, opening doors or chests, and taking cover.

Voice Language Setting

When you start a new game by selecting NEW GAME from the main menu, you will be prompted to choose the voiced language that you want to play the game with: English or Japanese.

This setting can also be changed later in the title screen's CONFIG menu. Please note that toggling between English and Japanese voices can only be done here, and not during gameplay. Once the voiced language is confirmed, your selection will be reflected across all save data.

PERSONA 5 ROYAL
Persona 5 Royal allows for you to experience the game with English or Japanese voices. Please select a voice language.
NOTE: The language can also be changed later.
ENGLISH
JAPANESE



GaMe FlOw

During the game, you will carry out missions by going back and forth between the real world (City) and the Metaverse (Dungeons). Go to school and prepare the protagonist in the real world, then head out and face the enemy.

DAILY FLOW

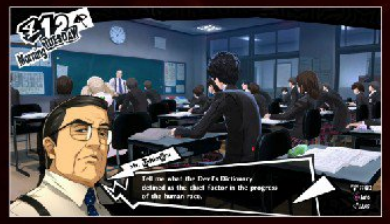
On school days, the day will proceed as displayed below.
On days off, you can perform any action during the day. Doing so will bring you to nighttime.

Early Morning

You may run into friends or overhear other students on your way to school. If you have a book, you'll sometimes be able to read on the train.

Morning → Lunchtime → Afternoon

At times, teachers will ask you questions during class. Answering these correctly will increase your stats. Various other events may also occur during and after lunch.



After School

You are free to do anything: explore dungeons, hang out with friends, push for self-improvement. Any action will advance time to evening and take you back to Leblanc.

Evening

After progressing to a certain point, you will be able to perform actions in the evening as well (unless you explored in a dungeon that day).

Persona Fusion

You can create new Personas in the Velvet Room by fusing multiple Personas into a new one.

Fusion generally creates a Persona that is a higher level than its components, but you cannot create a Persona that exceeds the protagonist's level.

Normal Fusion

In a Normal Fusion (Dyad Guillotine), you select two Personas from your stock and fuse them together. Once the two Personas are selected, information about the new Persona that will be born is displayed. Press the ⊗ button to confirm that you want to create this Persona, then choose the component Personas' skills you want the new Persona to inherit.

Each Persona has a separate, special skill called a Trait which is automatically activated at the start of a battle. During fusion, you can have the new Persona inherit a Trait from its component Personas, or keep its original Trait. Please note that some Traits cannot be inherited.

If you have made a deal with a Confidant of the same arcana as the Persona you are creating, the Persona will gain experience upon fusion, and can level up. The higher this Confidant's rank, the greater the experience gain.

The experience the created Persona will gain when it is fused.

There is also an Advanced Fusion (Group Guillotine) where you create a special Persona with set component Personas. These Personas cannot be obtained through Normal Fusion. When you select the Persona you want to create, the necessary component Personas will be displayed. Once you have all of them, press the ⊗ button to carry out the fusion.

	Fool	Magician	Priestess	Empress	Emperor	Hierophant	Lovers	Chariot	Justice	Hermit	Fortune	Strength	Hanged Man	Death	Temperance	Devil	Tower	Star	Moon	Sun	Judgement	Faith	Councillor
Fool	Fool	Death	Moon	Hanged Man	Temperance	Hermit	Chariot	Moon	Star	Priestess	Faith	Death	Tower	Strength	Hierophant	Temperance	Empress	Magician	Justice	Justice	Sun	Councillor	Hierophant
Magician	–	Magician	Temperance	Justice	Faith	Death	Devil	Priestess	Emperor	Lovers	Justice	Fool	Empress	Hermit	Chariot	Hierophant	Temperance	Priestess	Lovers	Hierophant	Strength	Strength	Moon
Priestess	–	–	Priestess	Emperor	Empress	Magician	Fortune	Hierophant	Death	Temperance	Magician	Devil	Death	Magician	Devil	Moon	Hanged Man	Hermit	Hierophant	Chariot	Justice	Justice	Faith
Empress	–	–	–	Empress	Justice	Fool	Judgement	Star	Lovers	Strength	Hermit	Faith	Priestess	Fool	Faith	Sun	Emperor	Lovers	Fortune	Tower	Emperor	Magician	Hanged Man
Emperor	–	–	–	–	Emperor	Fortune	Fool	Faith	Chariot	Hierophant	Sun	Tower	Devil	Hermit	Devil	Justice	Star	Lovers	Tower	Judgement	Priestess	Priestess	Lovers
Hierophant	–	–	–	–	–	Hierophant	Strength	Star	Hanged Man	Councillor	Justice	Fool	Sun	Chariot	Death	Hanged Man	Judgement	Tower	Priestess	Lovers	Faith	Empress	Justice
Lovers	–	–	–	–	–	–	Lovers	Temperance	Judgement	Chariot	Strength	Death	Councillor	Temperance	Strength	Moon	Empress	Faith	Magician	Empress	Hanged Man	Tower	Tower
Chariot	–	–	–	–	–	–	–	Chariot	Moon	Devil	Councillor	Hermit	Fool	Devil	Strength	Temperance	Fortune	Moon	Lovers	Priestess	–	Lovers	Sun
Justice	–	–	–	–	–	–	–	–	Justice	Magician	Emperor	Councillor	Lovers	Fool	Emperor	Fool	Sun	Empress	Devil	Hanged Man	–	Hanged Man	Emperor
Hermit	–	–	–	–	–	–	–	–	–	Hermit	Star	Hierophant	Star	Strength	Strength	Priestess	Judgement	Strength	Priestess	Devil	Emperor	Judgement	Faith
Fortune	–	–	–	–	–	–	–	–	–	–	Fortune	Faith	Emperor	Star	Empress	Hierophant	Hanged Man	Devil	Sun	Star	Tower	Councillor	Judgement
Strength	–	–	–	–	–	–	–	–	–	–	–	Strength	Temperance	Hierophant	Chariot	Death	Faith	Moon	Magician	Moon	–	Star	Empress
Hanged Man	–	–	–	–	–	–	–	–	–	–	–	–	Hanged Man	Moon	Death	Fortune	Hermit	Justice	Councillor	Hierophant	Star	Devil	Star
Death	–	–	–	–	–	–	–	–	–	–	–	–	–	Death	Hanged Man	Chariot	Sun	Councillor	Hierophant	Priestess	–	Fool	Magician
Temperance	–	–	–	–	–	–	–	–	–	–	–	–	–	–	Temperance	Fool	Fortune	Sun	Councillor	Magician	Hermit	Hermit	Fool
Devil	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	Devil	Magician	Strength	Chariot	Hermit	Lovers	Chariot	Chariot
Tower	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	Tower	Councillor	Hermit	Emperor	Moon	Death	Death
Star	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	Star	Temperance	Judgement	Fortune	Temperance	Sun
Moon	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	Moon	Empress	Fool	Sun	Temperance
Sun	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	Sun	Death	Emperor	Fortune
Judgement	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	Judgement	Fortune	Devil
Faith	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	Faith	Priestess
Councillor	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	Councillor